

CONTACT

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<https://tatosvenvenutti.github.io/Portfolio/>

Winter Park, FL

EDUCATION

Full Sail University – Bachelor of Science in
Game Development, 5/24

Relative Coursework:

Linear Algebra

Artificial Intelligence

Data Structures and Algorithms

TECHNICAL SKILLS

- C++
- C#
- Unreal 4/5
- Unity
- FLECS (Fast Lightweight Entity
Component System)
- Jira
- Perforce
- Github
- 3D Math
- Linear Algebra
- Visual Studio

SKILLS

- Communication
- Teamwork
- Problem Solving
- Debugging

Michael Venvenutti

GAMEPLAY PROGRAMMER

Passionate game developer with 3 years of experience in C++ and C#. With a background of gameplay and AI logic and experience with various. Seeking to assist any team with likeminded goals to release games that not only challenge the player but our own skills.

PROJECTS

AI PROGRAMMER | LE PESTE NOIRE | UNREAL

Jan 2024 – Apr 2024 | Full Sail University

Fashioned and designed levels and enemies.

Designed and Scripted enemy AI attack patterns, behavior tree and movement.

Contributed to character ability, enemy behavior, and gameplay mechanics in **C++**.

Numerous minor enemies and behavior tree for humanoids and non-humanoids

GAMEPLAY PROGRAMMER | BIRD WARS | CUSTOM ENGINE

Aug 2023 – Sep 2023 | Full Sail University

Created core player movement and controls using **Gateway API**.

Learned and Implemented the FLECS for collisions and movement.

Integrated 3D models for assets and projectiles using vector math and **FLECS API**.

Worked in OO Design for the game engine.

UI/UX DESIGNER | RUN-N-DUNGEON | UNITY

Jan 2023 – Mar 2023 | Full Sail University

Designed UI, Menus, and Displays on the screen for the player to understand using **C#**.

Source and import sounds, designed an audio manager, and placing audio cues to high beat action game.

Assign AI and player character SFX.